

XBOX



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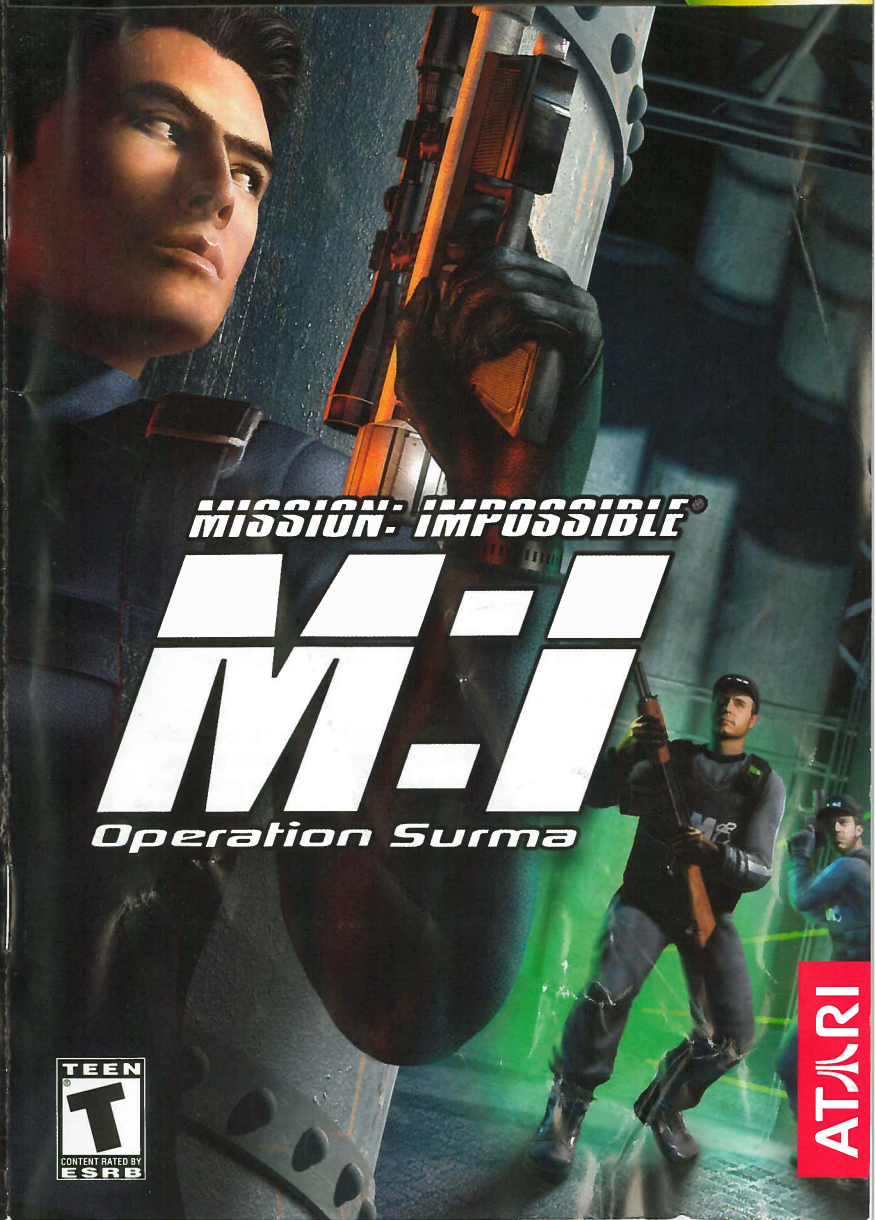


PARADIGM ENTERTAINMENT

ATARI



MISSION: IMPOSSIBLE<sup>®</sup>  
**M-I**  
Operation Surma



ATARI

## SAFETY INFORMATION

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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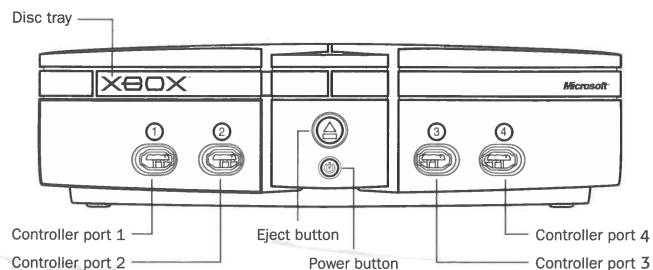
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## GETTING STARTED

### Using the Xbox Video Game System

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *MISSION: IMPOSSIBLE®– Operation Surma* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *MISSION: IMPOSSIBLE– Operation Surma*.



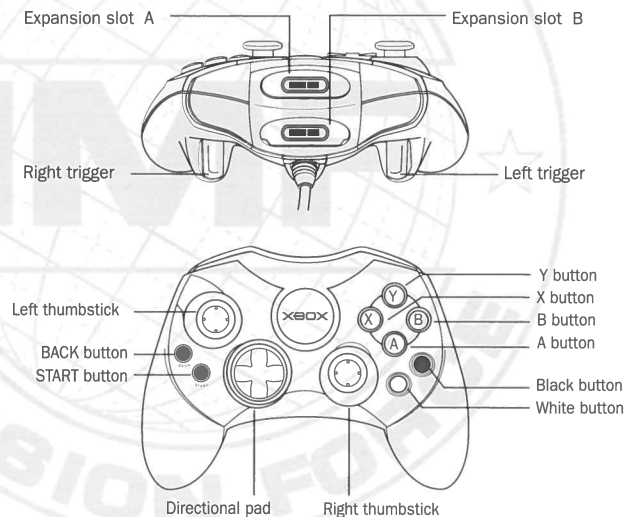
### Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

### Using the Xbox Controller

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *MISSION: IMPOSSIBLE– Operation Surma*.



## CONTROLS

CONTROL	ACTION
<b>A button</b>	Hand-to-hand attack / Confirm weapon or gadget selection
<b>A button X3</b>	Melee attack
<b>X button</b>	Toggle aiming mode / Aim Micro-cord
<b>Y button</b>	Use
<b>B button</b>	Dodge roll / Jump up / Reload
<b>Black button</b>	Pick-up / Drop body
<b>White button</b>	Toggle night vision
<b>right trigger</b>	Shoot equipped gun while in aiming mode
<b>left trigger</b>	Toggle stealth mode / Hook legs up onto pole
<b>directional pad up</b>	Map zoom
<b>directional pad left / right</b>	Move weapon inventory left / right
<b>directional pad down</b>	Use Health Pack
<b>left thumbstick</b>	Move
<b>left thumbstick (press)</b>	Toggle wall hug
<b>right thumbstick</b>	Move camera
<b>right thumbstick (press)</b>	Align camera
<b>START button</b>	Pause menu

### Digital Binoculars Controls (aiming mode)

CONTROL	ACTION
<b>right trigger</b>	Take picture
<b>B button</b>	Analyze mode ON / OFF
<b>Y button</b>	Toggle zoom

### WASP controls

CONTROL	ACTION
<b>left thumbstick up / down</b>	Move forward / backward
<b>left thumbstick left / right</b>	Slide left / right
<b>right thumbstick up / down</b>	Move up / down
<b>right thumbstick right / left</b>	Turn left / right
<b>right trigger</b>	Taser attack

### Micro-cord Controls

CONTROL	ACTION
<b>left trigger</b>	Rise up on Micro-cord
<b>right trigger</b>	Lower down on Micro-cord
<b>B button</b>	Release Micro-cord and drop to ground
<b>A button</b>	Release Micro-cord in attack pose
<b>X button</b>	Toggle horizontal hanging mode
<b>Y button</b>	Use interactive object while hanging horizontal
<b>Left thumbstick right / left</b>	Turn while hanging horizontal
<b>Left thumbstick up / down</b>	Swing forward and backward

## SAVING AND LOADING

When you complete a level, your game is automatically saved to the Xbox hard disk. Previously completed levels are unlocked and may be played at any time through the Main Menu "Load" option.

**MISSION: IMPOSSIBLE**— *Operation Surma* requires 11 blocks of memory free to save a game.

## THE MISSION

The shadowy international conglomerate SURMA possesses a highly advanced virus known as the Ice Worm. The Ice Worm can bypass even the most advanced security systems to steal military secrets and weapons research. When their well-planned operation is sabotaged, Ethan Hunt and the Impossible Mission Force (IMF) get involved. They soon discover that the IMF's own ultra-secure database has been hacked. Up against an opponent with access to their deepest secrets, Ethan and his team must track down those behind the sabotage and recover the Ice Worm technology.

## MAIN MENU

Move through the menus by pressing up or down on the **left thumbstick**. Press the **A button** to confirm your selection.

### New Game

Start a new **MISSION**: *IMPOSSIBLE— Operation Surma* game.

### Load

Continue a previously saved **MISSION**: *IMPOSSIBLE— Operation Surma* game. All previously completed levels are unlocked and available for replay. Select the point from which you want to continue. (See "Saving and Loading" above for details.)

### Profiles

See a brief description of the characters and their character models.

### Settings

Adjust game options. See "Settings" on page 6 for details.

### Credits

View the names of the people who made this mission possible.





## PAUSE MENU

Press the **START** button to pause the game. Press the **START** button or **B** button to return to the game. Here, you'll have several choices:

### Resume

Return to the game in progress.

### Mission Briefing

Displays a synopsis of the mission.

### Objectives

Here's your "To Do" list. As you finish each objective, they're marked as completed.

### Inventory

Lists all of the weapons and gadgets currently in your possession. You can view a detailed image and description for each.

### Controller

Displays a diagram of the controller configuration.

### Settings

Adjust audio and video settings to your requirements. Move the **left thumbstick** left or right to adjust each setting. Press the **A** button to confirm your choice.

**FX Volume:** Adjust the volume of the in-game sound effects.

**Music Volume:** Adjust the volume of the in-game music.

**Brightness:** Adjust the brightness of the screen.

**Contrast:** Adjust the contrast of the screen.

**Vibration:** Toggle the Xbox Controller vibration function ON/OFF.

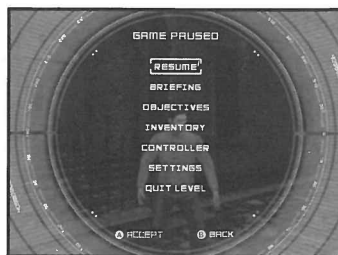
**Text Captions:** Toggle the cut-scene captions ON/OFF.

**Invert Pitch:** Reverse the **right thumbstick** input for camera control.

**Teaching Tips:** Toggle the in-game teaching tips ON/OFF.

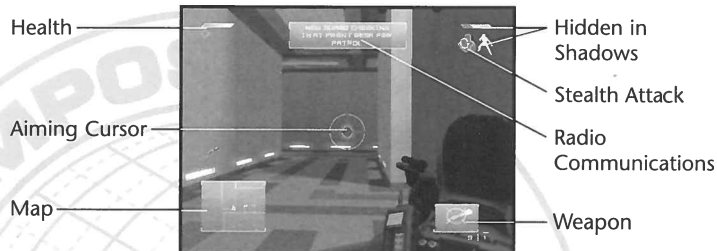
### Quit Level

Exit the game and return to the Main Menu.



## HEADS-UP DISPLAY

During the game, mission-critical information is displayed on screen.



### Health

Displays the amount of health you currently have. When the meter is empty, you've failed the mission. To replenish your health you must have a Health Pack in your inventory. Equip the Health Pack as you would any other gadget and press the **X** button to use it. Press the **directional pad** down to instantly use a health pack.

### Map

The map shows your objective destinations and Tracking Dart lock-ons (See "Tracking Darts" on page 13 for details). When there's a security camera within the map vicinity, the map will show the camera's field of view. Press and hold up on the **directional pad** to zoom out on the map.

### Weapon

This icon shows the currently equipped weapon or gadget, the amount of ammo in the clip and the total number of bullets in your inventory.

### Hidden in Shadows

When you step into a shadowy area, this meter appears and quickly fills up. The icon beneath the meter turns from blue to black, indicating you are completely concealed in the shadows.

### Stealth Attack

The Stealth Attack icon appears when you are close enough to an enemy to execute a stealth attack or grab.

### Aiming Cursor

The Aiming Cursor appears in the middle of the screen in aiming mode. The outer Aiming Assist ring shows when you stand still. Both rings turn from blue to red when an enemy appears within the outer assist ring.

All shots fired will hit an enemy within in the outer aiming assistance ring. Press the **left thumbstick button** to toggle aiming assist.

The Electronic Warfare Gun has a custom reticule indicating which of the three smart rounds will be fired. Three icons appear to the right of the center aiming ring. One icon is highlighted in orange, showing which type of round will be fired.

## Radio Communications

Your ever-present IMF teammate, Luther, monitors enemy communications through links into their security. He and other teammates will help you during missions. Captions of the dialog appear in the radio communications box.

## PLAYING THE GAME

### Moving Around

Move the **left thumbstick** slightly to walk, move it all the way to run.

If you are in front of a ledge, press the **B button** to jump up. You can then shimmy left and right by moving the **left thumbstick**. Press the **B button** to jump down.

Press the **B button** and move the **left thumbstick** left, right or up to dodge roll. This gives you a small burst of speed.

Pull the **left trigger** to enter crouch down. You take a more defensive stance, move slower and more quietly to avoid detection. Use it to sneak up behind an enemy for a stealth kill or grab.



To climb to an overhead pipe, fire a Micro-cord shot from below. You can shimmy across the pipe by moving the **left thumbstick**. Pull the **left trigger** to pull your legs up and make your profile smaller. Press the **B button** to drop to the ground. Press the **A button** to execute a stealth kill from above.

### Using Objects

Press the **Y Button** to use interactive points in the game or open unlocked doors. If the door is locked, pressing the **Y button** will automatically apply an opener gadget, such as the ELP or Laser Cutter. Pressing the **Y button** will also apply the ELP gadget to a target computer or force a captive enemy to use his hand on a hand-scanner panel.

## Security Cameras

The map will display security cameras and the camera's field of view. The camera's field of view is displayed as a cone that changes color according to its status:

- White means the enemy controls the camera and it is active.
- Orange means the enemy is alerted to your presence and searching for confirmation.
- Red means you've been spotted and an alarm will be activated.
- Green means Luther has hacked the camera.

### Base Alarms

Base alarms can sound when a security camera or enemy sees you or a body on the ground. If a guard spots you or a body on the ground, he will run to the nearest alarm control panel to trigger the alarm. You can stop the guard before he reaches the control panel. The best strategy is to be cautious and stealthy to avoid detection. You have a small amount of time to switch off ringing base alarms — if you wait too long, your team will be disavowed. Press and hold the **Y button** for a few seconds to automatically apply the ELP to override security and halt the alarms.



## HAND-TO-HAND COMBAT

### Three-hit Combo

Approach an enemy and tap the **A button** up to three times.

### Running Jump Kick

Run at an enemy for a few seconds and tap the **A button**. This will knock enemy down on the ground and sets up the "Prone Kill" attack. Press and hold the **A button** during a Running Jump Kick to view the action in slow-motion.



### Prone Kill Attack

Stand over a knocked-down enemy and press the **A button** for a one-shot kill. Press and hold the **A button** to watch it in slow-motion.

### Stealth Kill From Behind

Sneak up behind an unaware enemy and tap the **A Button** to execute an instant stealth kill. When performed on civilians, the stealth kill only knocks them unconscious.



### Around the Corner Stealth Kill

Wall hug and slide to the edge of a corner. When the patrolling enemy is about to turn the corner, press the **A button** to perform an instant stealth kill.

### Stealth Kill From Above

Press the **A button** while hanging from an overhead pipe. You are ready to strike an enemy for an instant crashing kill.

### Grab

Sneak up behind an unaware enemy and press the **Black button** to grab the enemy. Now you can walk him around wherever you like. Walk a guard up to a hand-scanner security panel and press the **Y button** to force him to open it



Press the **Black button** to release the guard, a bad idea because he'll normally go for his gun or the alarm.

Press the **A button** to knock him out.

### GADGETS

You have an assortment of high-tech gadgets at your disposal. Each has a special function designed to help you successfully complete each mission. To select a gadget from your inventory, press left or right on the **directional pad** to cycle through the inventory. Press the **A button** to equip the currently selected item. Press the **B button** to cancel the selection and return to the game. While you're selecting a gadget the game is paused.



### IMF Contact Lenses

IMF contacts are equipped with night vision, allowing you to see more clearly in the dark. Toggle the night vision feature **ON / OFF** by pressing up on the **White button**. With night vision **ON**, you can see laser tripwires.

An additional feature of the contact lenses is the Mission Map feature displayed in the lower-left corner of the screen. The map shows room layouts, objectives and enemies tagged with tracking darts. Luther can uplink other information to the map based on mission needs.



### WASP

This unique miniature robot combines a surveillance camera and a one-shot stun gun into a remotely controlled, virtually undetectable flying device. You can launch and remotely control the WASP to scout areas and quietly take out key targets. You have a limited

supply of WASPs and with a one-shot capability, you must use this device wisely.

To use the WASP, equip the gadget and press the **X button** to activate. Move the **left thumbstick** to move forward / backward and roll left / right. Move the **right thumbstick** to move up / down and turn left / right. When the blue aiming reticule turns orange, pull the **right trigger** to fire the stun gun and knock a person unconscious. You'll need to be close to the target since the WASP has a range of one meter.

### Masks

During certain missions you receive a mask, allowing you to temporarily assume an individual's identity. While in disguise, you can gain access to, and operate within, heavily patrolled areas without arousing suspicion. However, some actions, such as picking a lock, will arouse the suspicion of the guards despite the mask.



### Micro-cord

Gain access to areas you could not get to on your own by raising or lowering yourself to otherwise inaccessible areas. In some cases, you may have to move to avoid a guard or position for a stealth attack from above. In other cases, you may be called upon to perform specific stunts, such as hanging while hacking a computer or swinging back and forth to reach an object. Keep an eye out for special attachment points on the ceiling.

To use the Micro-cord, equip the gadget and press the **X button** to enter aiming mode. The center aiming reticule provides the angle to target (left number) and the distance to target (right number). When a valid lock-on is established, the reticule turns from blue to green. Pull the **right trigger** to fire. The Micro-cord will not fire if no valid target is available. Shoot up to hang from the ceiling or to reel up to an overhead pipe that you've locked-on to. If you fall from too great a height, you may die.

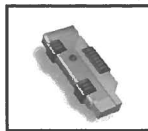


### Digital Binoculars

This multi-function device allows you to scout targets from a distance while remaining concealed. The binocular feature has several levels of zoom. A built-in digital camera takes photographs at the current zoom level and automatically transmits them back to Luther

for evaluation. The directional microphone can overhear distant conversations, telephone conversations or exchanges that take place behind closed windows. Skillful use of the Digital Binoculars provides important clues to accomplish mission goals.

To use the Digital Binoculars, equip the gadget and press the **X button** to toggle the camera view. Press the **Y button** to choose the level of zoom. Pull the **right trigger** to take a picture and send it to Luther. He will decide whether the photo meets the mission requirements. Real-time information is also provided for certain items in the world by pressing the **B button** to enter analyze mode.



### Electronic Lock Pick (ELP)

This allows you to silently open electronically locked doors. ELP control is context sensitive. If you come across a locked door, press and hold the **Y button** to automatically apply the appropriate unlocking gadget to that door.



### Laser Cutter

The Laser Cutter can open sealed or locked doors the ELP can't unlock. However, the Laser Cutter makes more noise that may alert nearby enemies. Laser Cutter control is context sensitive. If you come across a locked door, press and hold the **Y button** to automatically apply the appropriate unlocking gadget to that door.



### Remote Control Viewer

The Remote Camera Viewer allows you to view security camera feeds. Once a camera is shot with the EWG or Luther has hacked the enemy security system, you can

use the RCV to see what various security cameras see. Located around the levels are telcom panels that can be hacked with the ELP. When hacked, these panels offer access to all security cameras in the area.



### Sonic Imager

Used against doors, the Sonic Imager focuses high-energy waves to create real-time images. The Sonic Imager effectively allows you to see what's on the other side of a door.

## WEAPONS

Stealth and deception are the keys to successful missions, but weapons are an important element of your arsenal. To select a weapon from your inventory, press left or right on the **directional pad** to move through the selection of items. Press the **A button** to equip the currently selected item. Press the **B button** to cancel the selection and return to the game. While you're selecting a weapon the game is paused.



### Tranq Gun

Compressed air drives the rounds, making every shot silent and highly accurate. Tranquilizer Darts are needle-tipped rounds full of fast-acting serum quickly incapacitate an opponent without causing permanent harm.



### Electronic Warfare Gun

Fires a projectile containing a high-tech multi-use microchip. The chip tracks an enemy's position on your map, allows Luther to hack a security camera, or embeds in a surface and make a beeping noise before it self-destructs.



### Pistol

The IP-45 is the handgun of choice for the IMF team. It's noisy and can draw attention from the enemy, but it has great knockdown power.



### Sniper Pistol

This high-caliber pistol, with its built-in scope, allows you to shoot distant enemies, with a zoom feature to permit highly accurate shots. Press the **Y button** to zoom.





### **FAAR-7**

The FAAR-7, with its high firing rate, provides excellent firepower when caught in a highly outnumbered, outgunned situation.

## **CHARACTERS**



### **Ethan Hunt**

Hunt is an exceptionally competent agent. Although an expert with all types of weapons, he specializes in unarmed and lightly-armed combat. Hunt is in perfect physical condition and a master of impersonation. He can penetrate nearly any facility using his mastery of electronic espionage and powers of deception.

Thriving in the unstructured environment of the Impossible Mission Force, Hunt has risen to the rank of Field Team Leader. He is motivated by his desire for justice and his passion for danger.



### **Luther Stickell**

Luther, an extraordinarily skilled hacker and all around computer expert, provides technical backup and coordinates team communications. Often, he hacks a facility's security system and clears the way for infiltration. An experienced agent, Luther's combination of formidable physical presence and technical expertise make him one of the IMF's most valued agents.



### **Billy Baird**

This Australian adventurer is a freelancer, primarily serving as a pilot and driver. He is resourceful, dependable and frequently used for high-stakes missions. Billy displays considerable enthusiasm and appreciates his generous paychecks, as well as the pure adrenaline thrills he derives from his work.



### **George Spelvin**

This medical school dropout turned his dramatic skills into a financially rewarding career as a professional con artist. As a freelancer, Spelvin is not a highly trained agent and lacks proficiency with ranged weapons and martial arts. He serves admirably, however, as a master of disguise, distraction and on-site support.



### **Jasmine Curry**

This highly trained agent was recently recruited to the IMF and has proven herself to be both capable and multi-talented. She is a rookie, so she accompanies other agents during Operation Surma. Jasmine is friendly, open and unusually idealistic for an IMF agent, motivated primarily by her strong sense of justice.

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